

**VERSION WITH MARKINGS TO SHOW CHANGES MADE**

1. (Thrice Amended) A method of operating an electronic gaming apparatus having a plurality of symbols arrayed in separate boxes of multiple symbol columns and rows on its monitor comprising the steps of:

selecting initial symbols to be arrayed in said separate boxes of said multiple symbol columns and rows;

displaying the initial symbols selected in an array of separate boxes of multiple symbol columns and rows on said monitor;

designating a chosen number, from none to all, of said initial displayed symbols for replacement;

selecting said chosen number of replacement symbols;

replacing said chosen number of initial symbols on said monitor with replacement symbols;

determining whether said replacement symbols and any remaining initial symbols arrayed in said separate boxes of said multiple symbol columns and rows constitute a winning combination; and,

rewarding a winning combination.

18. (Thrice Amended) A method of operating an electronic gaming apparatus having a plurality of symbols and background colors arrayed in separate boxes of multiple columns and rows on its monitor comprising the steps of:

selecting initial symbols and initial background colors for said symbols to be so arrayed in said separate boxes of said multiple columns and rows;

designating a chosen number, from none to all, of said initial symbols and initial background colors for replacement;

selecting said chosen number of replacement symbols and background colors;

replacing said chosen number of initial symbols and initial background colors on said monitor with replacement symbols and replacement background colors; and,

determining whether said replacement symbols and replacement background colors, together with any remaining initial symbols and initial background colors arrayed in said separate boxes of said multiple columns and rows, constitute a winning combination; and,

rewarding a winning combination.

20. (Thrice Amended) An electronic gaming apparatus comprising:

a monitor for displaying a plurality of symbols arrayed in separate boxes of multiple symbol columns and rows;

a memory which stores a list of possible symbols to be displayed on said monitor;

a microprocessor to select symbols from said memory for display on said monitor and to determine whether a final group of displayed symbols creates a winning or losing game;

a first switch to initiate game play by causing the microprocessor to select an initial set of symbols and display those initial symbols arrayed in separate boxes of multiple symbol columns and rows on said monitor; and,

a second switch to complete game play by allowing the player to choose for replacement from none to all of said initial symbols and have said microprocessor randomly select said replacement symbols from a list of possible symbols in said memory and then display on said monitor said replacement symbols together with any remaining initial symbols to create said final group of displayed symbols arrayed in separate boxes of multiple symbol columns and rows.